2010 Military Health System Conference

Can we operate as a truly integrated system?

PART I: Social Media and the Military Health System

Sharing Knowledge: Achieving Breakthrough Performance Dr. Michael E. Kilpatrick, MD, Director, MHS Strategic Communication

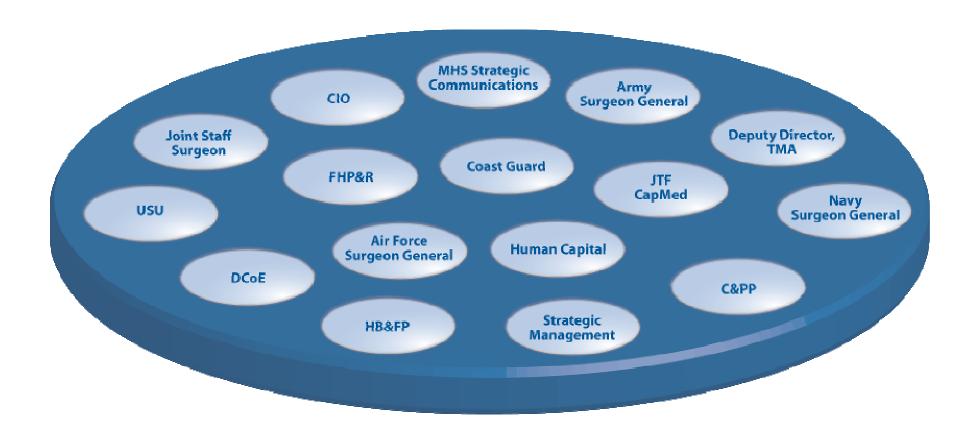
25 January 2010



MHS Strategic Communications

MHS Strategic Communications





Communications Governance



MHS Strategic Communications Planning Committee

Media

Media Relations Office

Public Information Office

Outreach

Special Events, Conferences, Meetings

Themes, Campaigns, Promotions

Partnerships, External Relations

Web (Technical)

Webmasters

Web Architects

Content

Writers Group

Web/Social Media Group

Video Group

Graphic Design Group

Awards/ Recognition

Publications Group

Healthcare

Research

Education and Training

Our Communications Strategy



 Educate audiences about the MHS

- Inform audiences on what the MHS is doing
- Personalize the MHS for its audiences





The Military Health System Partnership for Health

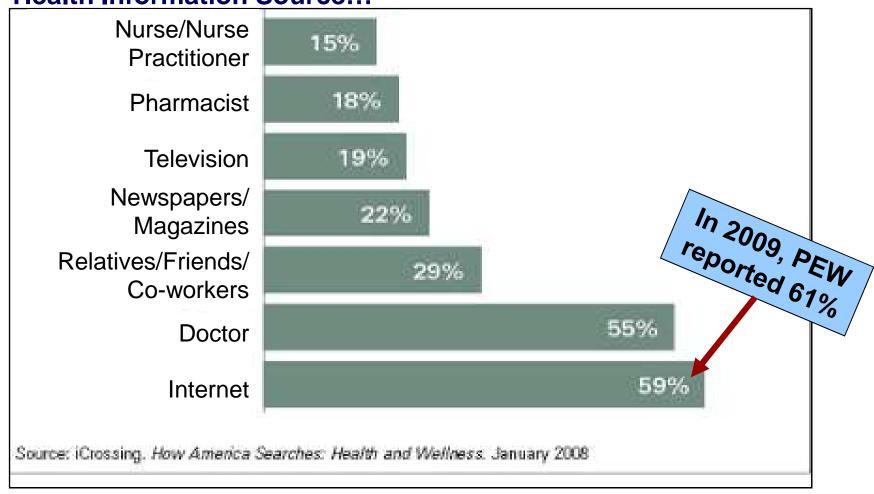




What We Know: Changing Realities



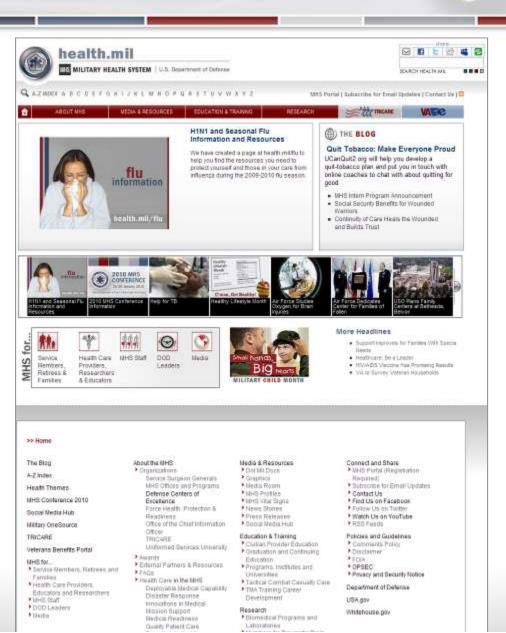
Health Information Source...



Reaching our audiences through the web



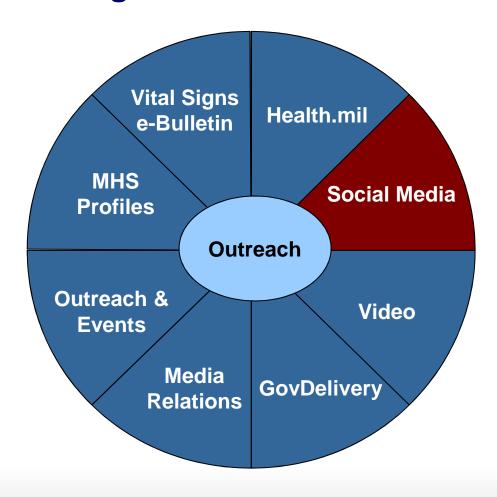
- News stories
- Blog entries
- Videos
- MHS Profiles
- Monthly theme pages
- Audience pages
- Social media integrated throughout



Social Media is one slice of the pie



Strategic Communications Tools



Social media enables virtual, social interactions



Traditional Media	Social Media
Audience	People
Edit then publish	Publish then edit
One to Many	Many to Many
Final products	Modularity
Web as Information	Participatory Web
Website = Product	Website = Service
Centralization	Decentralization
Copyright	Open Source
Mass Media	My Media

Guidance on DoD's Social Media Hub



- www.socialmedia.defense.gov
- Managing personal and professional online identities
- Appropriate use of DoD computers and networks
- Legal and policy requirements concerning professional use
- Acceptable content for public social networks.

facebook.com/healthdotmil



Branded to our monthly awareness theme



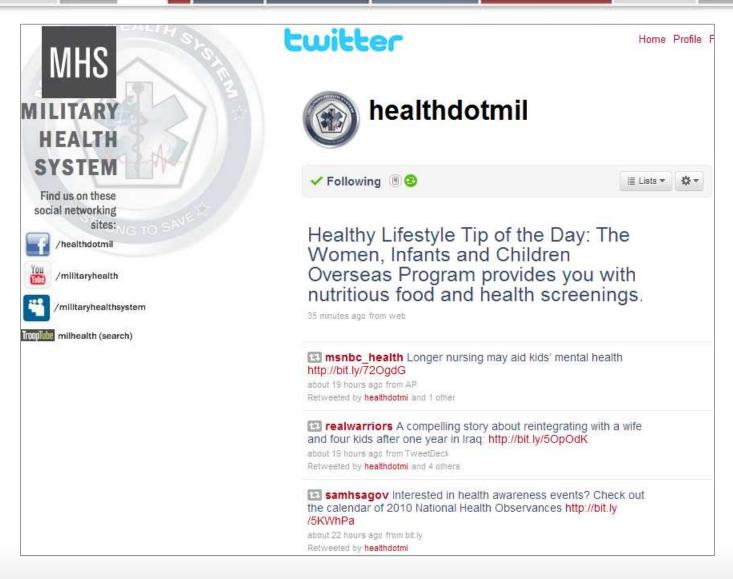
Facebook outreach campaign



- Targeted Facebook users with military connection
- Fan community grew 175 percent, from 541 to 1,490 fans, as a result
- More importantly, the level of community engagement has increased two-fold
- Critical mass depends on the organization but ours was reached at 1,000 fans

twitter.com/healthdotmil





The MHS podcast: Dot Mil Docs



 A weekly military health radio show now available for download







Dot Mil Docs 90: Winter Safety in Theater and at Home. 12/17/2009

Dr. John Castellani, Research Physiologist for the United States Army Research Institute of Environmental Medicine, discusses cold weather safety tips in the field and at home.

Visit the U.S. Army Research Institute of Environmental Medicine on the Web at www.usariem.army.mil

Telling our story through video



YouTube.com/militaryhealth



TroopTube: search milhealth



ICYou.com/user/militaryhealth



Listening to our audience





MHS Social Media Hub



- A connection point to all MHS component social media channels
- Visit <u>www.health.mil/connect</u>



Why Social Media?

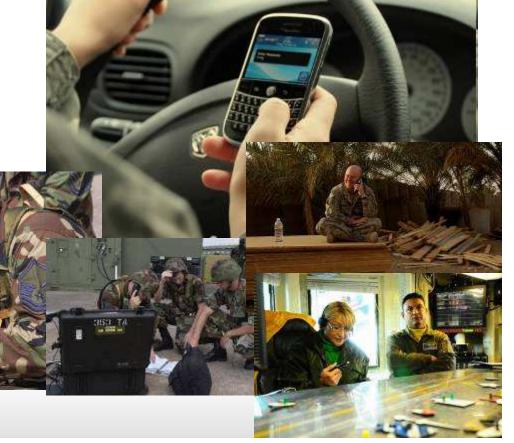


Provides Information

Where they want it

How they want it

When they want it



One message, many voices



- We can guide and assist
- MHS Social Media Work Group meets monthly

Branch Health Clinic, Naval Air Station Whiting

Field



2010 MHS Conference



Can we operate as a truly integrated system?

PART II: Revealing the authentic health experience

Sharing Knowledge: Achieving Breakthrough Performance CAPT Kevin Berry, MC, USN, Special Studies, JTF CAPMED 25 January 2010





Joint Task Force National Capital Region Medical

Quadruple Aim meet Economics

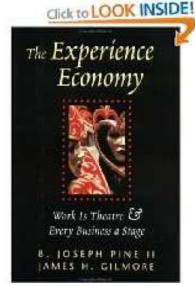


- Quadruple Aim includes the IHI Triple Aim
 - Improve the Health of the Population



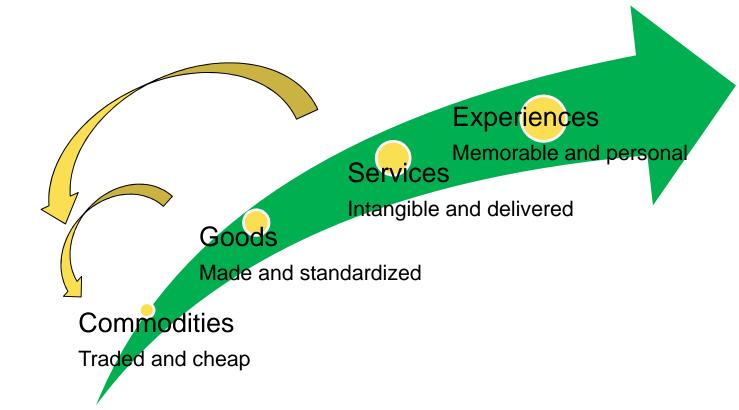
- Improve the Patient Experience
 - Control the costs
- What is Experience? Ask B. Joseph Pine II*

* B. Joseph Pine II, JH Gilmore, "The Experience Economy: Work is Theatre & Every Business a Stage", (1999, Boston, Harvard Business School Press)



The Experience Economy*





^{*} Pine, 1999.



Moving to Experience



- How well did we figure out 'service', 'benefit' & 'patient-focus'?
- How well did we 'delivery' health?



The Experience*



- The customers is the product
- The patients want to be well. And more ...
- The experience is a transformation.
- The organization must listen and learn from its customers & respond rapidly
- Render the authentic experience

^{*} Pine, 1999. **2010 MHS Conference**

Experience Must Be Authentic



- Patient Cure. Control. Comfort. Convenience.
 Competency. Recovery. Knowledge.
 Information. Mastery. Administration.
- Family Cure. Control. Comfort. Assurance. Convenience. Competency. Recovery. Knowledge. Information. Mastery. Administration.
- Commands Cure. Recovery. Assurance.
 Convenience. Competency. Knowledge.
 Information. Administration.



The One Machine*



- "The One Machine" in Dec 2007: 1 billion PC chips, 2 billion nodes, 600 billion RFID tags, moving 8 terabytes per second with 246 exabytes (10¹⁸) of storage & 9 exabytes of RAM roughly equivalent to 1 human brain.
- Doubling every 2 years. So 2 HBs today.
- The One Machine will have more complexity than all humans brains by 2040 – convergence.

Kevin Kelly, "The next 5000 days of the web", (TED posted July 2008) http://www.ted.com/talks/kevin kelly on the next 5 000 days of the web.html

Consequence of The One Machine*



- Embodiment cameras, microphones, nearly all artifacts, trillion of eyes and sensors on the web. Fusion of atoms and digits.
- Restructure old: computers linked and shared packets; current: pages linked sharing links; emerging: data linked, data at the atomic level ~ each idea, noun, artifact
- Co-dependent total personalization, dependent, like we are to written language.

The One Machine*



- What the web is today was impossible ... 10 years ago. It was supposed to be like TV, only better.
- We have to get good at believing the impossible.
- Barriers? Rules? Yes, and people will work around them and find out what is better.



^{*} Kelly, July 2008

Crowdsourcing*



- Etsy http://www.etsy.com/ the web super store for hand made stuff. 180,000 items, 170 countries.
- Who could imagine getting rich selling other peoples' hand made slippers? An impossible business? Thousands of hand crafters reaching the wider market ... efficiently.
- Success required passion, a web site and a credit card.

Jeff Howe, "Why the Power of the Crowd is Driving the Future of Business" (Crown Business, 2008) http://www.openforum.com/idea-hub/topics/technology/video/exploring-a-new-business-model-crowdsourcing-1

We must think and act differently



- We must learn rapidly.
- We must storyboard & reveal the personal health experiences ... as teams.
- We must master real-virtual artifacts.
 - Technology. Personal attention. Personal information. Healing environments.
- We must be part of the evolution of The One Machine. It is the virtual half of the real-virtual Health Experience. It will be revealed ...

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Customer Experience Framework Today's View*



Channels and touchpoints are where interactions take place and how they are executed and enabled.

Tactile
performance is
the physical
aspect of the
interaction, such
as consistency,
speed, or
completeness.

Customer Experience

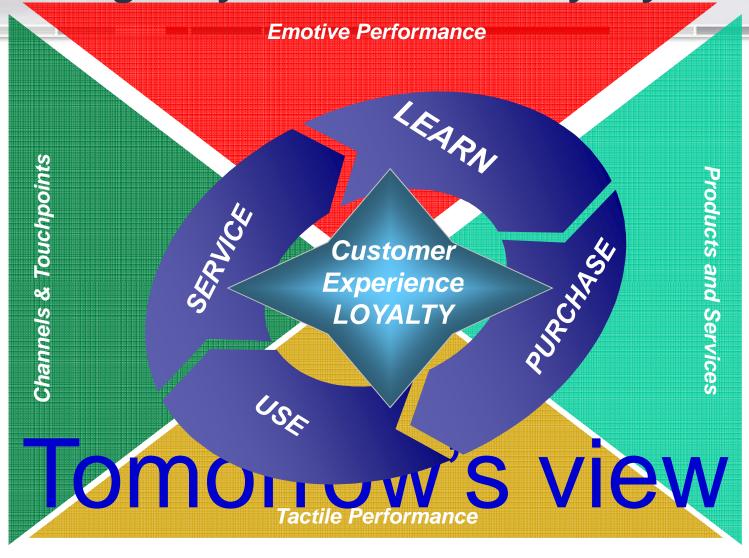
performance is manner in which customers are treated, such as being trustworthy, genuine, or empathetic.

Products and services are the tangible goods or saleable services provided to the customer.

^{*} Mei Lin Fung, MS MIT, USA, Baumin Lee, Ph.D, China, "Emerging Trends in Business & Implications for Performance Management in China", September 11, 2007. Copyright 2007 The CIE Institute and 95teleweb (Used with permission of the author.)

Learning: Key to Customer Loyalty*





^{*} Mei Lin Fung, MS MIT, USA, Baumin Lee, Ph.D, China, "Emerging Trends in Business & Implications for Performance Management in China", September 11, 2007. Copyright 2007 The CIE Institute and 95teleweb (Used with permission of the author.)

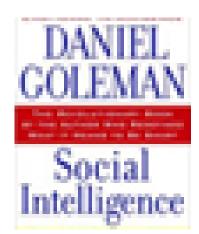
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Skills Required to Gain Service Competitive Advantage*



Emotional Intelligence

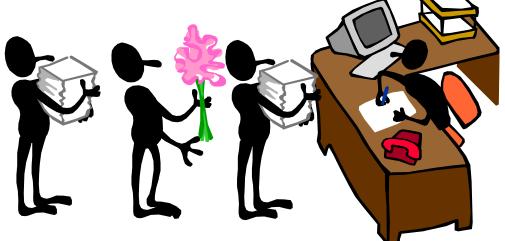
- Communication skills
- Results-orientation
- Problem-solving
- Handling difficult customers





Social Intelligence

- Leadership
- People management
- Impact and Influence
- Team skills
- Customer service skills



^{*} Mei Lin Fung, MS MIT, USA, Baumin Lee, Ph.D, China, "Emerging Trends in Business & Implications for Performance Management in China", September 11, 2007. Copyright 2007 The CIE Institute and 95teleweb (Used with permission of the author.)

What destroys Customer Trust?



- Failing to keep promises
- Failing to deliver or arrive at scheduled time
- Hearing from you only when you want something from me
- Asking me the same things over and over again
- Providing new customers with better offers than existing customers
- Hidden costs to customers
- Frontline employees refusing to take responsibility
- Anonymous decision makers
- Hiding in the bureaucracy or behind technology



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What builds Trust in Customers?





- Keeping your promises
- Acknowledging my (customer) loyalty
- Providing the information for customer to make a good decision
- Admitting mistakes, saying sorry and fixing things
- Providing relevant, valuable advice and information
- Giving me the actual names of 'real' people I can talk to and contact, real signatures
- Getting my name right when you call or write
- Calling to ask 'how are things?
- Talking to people who can make decisions
- Talking to people who tell the truth

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Leading Change*



- Change is very hard.
 - Bureaucracies: Very stable organizations until the unexpected happens. Culture trumps disruptive innovation or good ideas.
 - Learning Organizations: Good for organizations committed to make incremental change. Low success rates.
 - Transformational Organizations: Usual establish new organization to address a life or death threat.

^{*} Charles Vela, private communication, (Expertech Solutions, 2009)

Eight Core Change Principles*



- - 1. <u>Urgency</u>. There must be a clear imperative for change.
 - 2. <u>Guiding coalition</u>. The head of the organization leading change is not enough, there must be a number
 - of people who pull together as a tight highly functional team. There will be power struggles.
 - 3. <u>Powerful vision</u>. Sensible and simple. Anyone can get it.
 - 4. <u>Tell the story</u>. It is a narrative said a thousand times to a thousand people in a thousand ways.

^{*} John P Kotter, Leading Change, (Boston: Harvard Business School Press, 1996)

Eight Core Change Principles*



- 5. Remove the barriers. Bureaucracies have cultures. Culture is a powerful mental barrier. Real barriers must be found, and they hide.
- 6. <u>Short term wins</u>. "Quick splashy victories."
- 7. <u>Keep the energy high</u>. Change does not take root easily, it is fragile.
- 8. <u>Practice makes a new culture</u>. Anchor the change into organization in everyway.

